AMENDMENTS TO THE CLAIMS

Please amend the claims of the present application as set forth below.

Claims 1-38 were originally filed.

Claims 1, 15-26, and 31-38 have been cancelled without prejudice.

No new claims have been added

Accordingly, claims 2 – 14 and 27-30 are pending.

1. (Cancelled)

2. (Currently Amended) The method of claim [[1]] 13, wherein the loading comprises:

retrieving a reflection texture sample comprising red, green, and blue color data; and

storing the red, green, and blue color data of the reflection texture sample as red, green, and blue color data of a pixel of the object.

3. (Original) The method of claim 2, wherein the retrieving comprises interpreting the red, green, and blue color data of the pixel as the reflection vector.

4. (Original) The method of claim 3, wherein the retrieving comprises retrieving the environment texture sample comprising red, green, and blue color data from the environment map based on the interpreted reflection vector.

5. (Original) The method of claim 4, wherein the applying comprises replacing the red, green, and blue color data of the pixel with the red, green, and blue color data of the environment texture sample.

6. (Original) The method of claim 3, further comprising perturbing the interpreted reflection vector prior to retrieving the environment texture sample.

7. (Currently Amended) The method of claim [[1]] 13, wherein the loading, the retrieving, and the applying are performed during a single pass through a graphics pipeline.

8. (Original) The method of claim 6, further comprising storing a result in a frame buffer.

9. (Currently Amended) The method of claim [[1]] 13, wherein the loading is performed during a first pass through a graphics pipeline and the retrieving and the applying are performed during a second pass through the graphics pipeline.

10. (Original) The method of claim 9, further comprising:

storing the reflection image in a frame buffer; and

replacing the reflection image in the frame buffer with a result of application of the environment texture sample.

11. (Original) The method of claim 10, further comprising:

loading the reflection image in a texture memory; and

loading the environment map in the texture memory prior to performing the retrieving and the applying.

12. (Currently Amended) The method of claim [[1]] 13, wherein the retrieving comprises retrieving the environment texture sample from a cube environment map.

13. (Currently Amended) ~~The method of claim 1, further comprising:~~ A method comprising:

loading a reflection image into memory;

retrieving an environment texture sample from an environment map based on a reflection vector stored in a pixel of the reflection image;

applying the environment texture sample to an object;

generating a plurality of reflection images, wherein each of the plurality of reflection images corresponds to a particular viewpoint; and

loading a predetermined reflection image chosen from the plurality of reflection images into the memory.

14. (Currently Amended) The method of claim [[1]] 13, wherein the loading, the retrieving, and the applying are performed in real time.

15-26. (Cancelled)

27. (Currently Amended) The computer program product of claim [[26]] 30, wherein the texture map sampling procedure enables the processor to obtain red, green, and blue color data from the texture map and store the red, green, and blue color data as a pixel of the object.

28. (Original) The computer program product of claim 27, wherein the environment map sampling procedure enables the processor to use the red, green, and blue color data of the pixel as a reflection vector to obtain the second texture sample.

29. (Currently Amended) The computer program product of claim [[26]] 30, wherein the environment map comprises a cube environment map.

30. (Currently Amended) ~~The computer program product of claim 26, further comprising~~ A computer program product comprising a computer useable medium having computer program logic recorded thereon for enabling a processor to render a computer scene, the computer program logic comprising:

a texture map comprising reflection data;

a texture map sampling procedure that enables the processor to obtain a first texture sample from the texture map and apply the first texture sample to an object;

an environment map;

an environment map sampling procedure that enables the processor to obtain a second texture sample from the environment map based on the first texture sample and apply the second texture sample to the object; and

a texture map generating procedure that enables the processor to generate a particular texture map comprising reflection data based on a particular viewpoint.

31-38. (Cancelled)